Elfin

You may place # elfinkaze on top of this unit at the start of each Onslaught Phase, or when it is deployed if it is in your deployment stack.

Range

This unit attacks and retaliates from up to # hexes away.

Roost

Any number of elfinkaze may share a hex with this unit or spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit moves, elfinkaze on it are moved with it.

Tracker

Instead of moving, you may teleport this unit up to # hexes. If you do, it must teleport to a valid hex adjacent to a revealed landmark minion.

Air Defense

This unit or spire can attack units with Flying.

Anarchy

Before this unit's movement each turn, roll the D6. On a 5 or 6, discard this unit.

Anti-Brawnen

This unit cannot be deployed by the brawnen faction.

Anti-Heirs

This unit cannot be deployed by the heir faction.

Armored

When this unit is attacked, reduce damage by 1.

Assault

When this unit attacks a spire, remove the bottom upgrade before dealing damage.

Assimilate

When another unit is defeated within 2 hexes of this unit, you gain the Source reward. If another faction defeated the unit, it does not gain any Source reward.

Assist

When an adjacent friendly unit defeats an opposing unit or spire, this unit may level up.

Awaken

When this chip is revealed, also reveal all non-anomaly landmarks. Then, discard this chip.

Back to the Future

Once per wave. At the end of your turn during the Onslaught Phase, this unit may move and attack even if it has already done so this turn.

Battle Hardened

When this unit is attacked by a spire, reduce the damage dealt by 2.

Breakneck

This unit must make as much progress as possible when moving. During its movement, this unit may pass through units, spires, and landmarks but cannot end its movement on an occupied hex.

Build Waygate

Before or after this unit's movement, you may discard an adjacent unrevealed landmark and/or place a waygate from your barracks onto an adjacent Source well. A waygate can only be placed if it would be adjacent to path that connects to all possible marks. When this talent is used, flip this unit to its other side, removing any upgrades.

Builder

Before or after this unit's movement, you may choose one of the following at no cost:

- Build a dispatch platform on an adjacent Source well, ignoring influence restrictions.
- Promote an adjacent dispatch platform to a siege tower, keeping existing upgrades.
- Add an upgrade to an adjacent spire, ignoring upgrade capacity.

Then, if this unit is on its basic side, return it to your barracks. If it is promoted, flip it to its basic side.

Burrow

Ungrouped only. After this unit's movement, you may remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of your next turn, this unit flips over, recovers its full health and takes its turn normally.

Call Minion

Once per wave. Before or after this unit's movement, you may spend 2 Source to teleport an active ungrouped friendly minion to a valid hex adjacent to this unit.

Camouflage

Units and spires must be adjacent to this unit or spire in order to attack it.

Capture

After this unit defeats an opposing faction minion, you may place that minion beside your fortress. When the minion's controlling faction damages your fortress gate, return the minion to its barracks. You can have a maximum of 3 minions captured from each faction at a time.

Challenge

If an opposing hero is within 3 hexes of this unit, any attack that hero makes must be against this unit.

Channel

Each time this unit is attacked, gain 2 Source.

Collapsible

This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, return it to your barracks.

Connected

Add +1 to this spire's upgrade capacity for each other spire with Connected in play, up to a total capacity of 5.

Consume

Before or after this unit's movement, it may defeat an adjacent hero with 2 health or fewer. Then, flip this unit and remove its upgrade chips.

Cover

When a taproot is adjacent to this spire, the damage dealt by an attack on the taproot is reduced to 1.

Creep

At the start of each of your turns during the Onslaught Phase, this spire may move onto an adjacent non-path hex.

Crush

During its movement, this unit may displace opposing faction units that have less health than it does. It deals 2 damage to each unit it displaces.

Cumbersome

Item. The hero holding this item has a movement stat of 2 and can move only on path hexes. No talent, advancement or relic may be used to move or teleport this hero with the exception of Riftwalk. If the hero takes damage, this item is placed on the hero's hex.

Degradation

After this spire attacks, remove its bottom 2 upgrades.

Desolate (was Desolation)

This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, remove this chip from play.

Detonate

When this unit is defeated, all units, spires, and fortress gates adjacent to this unit take 2 damage. Then, adjacent spires take an additional 1 damage.

Devoted

Ungrouped only. After or instead of its movement, this unit may be placed on an adjacent Source well. It is now considered a landmark minion that is friendly only to The Uprising. As a build option during the Build Phase, you may return this minion to your barracks to construct a spire on the Source well it occupied, ignoring influence restrictions.

Dexterity

If damage from a retaliating unit would defeat this unit, instead reduce the damage to 0.

Dig

Before or after this unit's movement, it may place a Tunnel Access chip on an adjacent non-path hex.

Directional Attack

When this spire is constructed, point its arrow at an adjacent hex. This spire may only attack opposing units along the line of hexes in the indicated direction.

Dodge

If damage from an attacking or retaliating unit would defeat this unit, instead reduce the damage to 0 and do not retaliate. Remove all upgrades from this unit and flip it to its basic side, keeping its current health.

Eager

When this unit attacks a minion, displace the minion prior to dealing damage.

Embolden

If this unit is defeated while grouped, the newly revealed unit may immediately move and attack. This does not count as the newly revealed unit's movement or attack for the turn.

Engage

Units able to attack this landmark must do so.

Entropy

If this chip's health is reduced to exactly 1, it does not retaliate and defeats itself immediately, dealing 2 damage to all adjacent non-naroran units.

Evasive

When this unit is attacked by a unit with Range, reduce the damage dealt to 1.

Evoke

Ungrouped only. Instead of moving this unit, you may spend 3 Source to summon a war briar, 4 to summon a vineherald, or 5 to summon a treed. The unit is summoned on its basic side and placed on the closest path hex to this unit. The summoned unit does not move this turn.

Explosion

Before this unit's movement, you may remove this equipment and place it faceup on an adjacent non-path hex. When a unit moves onto a hex adjacent to this chip, it must forego the rest of its movement and roll a D6. The unit suffers damage equal to the die result. Then, discard this chip.

Exposure

Units may move onto this chip as if it were a path hex. When a non-griege unit moves onto this chip, deal 1 damage to it.

Fair Fight

This unit's attack stat is equal to that of the unit it is attacking or retaliating against.

Flying

Ungrouped only. This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Foreboding

When you explore this landmark, you must reveal it.

Fountain

At the start of each round, all faction units adjacent to this landmark recover 2 health. Discard this chip at the end of the wave.

Fury Kick

When this unit attacks, it deals damage to all opposing units adjacent to it. Only the target unit retaliates.

Glidebomb

After or instead of this unit's movement, you may defeat it. If you do, deal 2 damage to all adjacent units, fortress gates, and spires.

Healing

At the start of your turn, this unit recovers 1 health.

Hero's Quest

This chip may only be revealed by a hero. A hero that explores this chip must reveal it and then choose one:

• Return this hero to your fortress and gain 4 Source. Place this chip facedown.

• Defeat this hero and discard this chip. Gain 2 relics and 6 Source.

Hidden Armor

Discard this equipment to ignore damage dealt to the unit carrying it.

Hunter

When attacking a landmark, deal +1 damage.

Immolate

If this unit is adjacent to an opposing fortress gate at the end of its movement, it deals damage equal to its current health to all adjacent units, spires, and the fortress gate. Then, it is defeated.

Impale

At the end of this unit's movement, deal 1 damage to all adjacent opposing units it was not adjacent to prior to moving.

Improve

When this unit ends its movement adjacent to a friendly spire, you may spend 2 Source to add any upgrade to that spire, ignoring upgrade capacity.

Incorporeal

This unit may move through opposing units but cannot end its movement on the same hex as another unit. Steal 1 Source from the controlling faction of each active unit it passes through.

Innovative (was Pilotable)

This unit ignores "ungrouped only" text on its other talents.

Invigorate (was Sacrifice)

When this unit is defeated, you may promote 1 friendly active minion or the newly revealed unit grouped under this one.

Leech

After this unit attacks or retaliates, it recovers health up to the amount of damage dealt.

Lone Wolf

This unit cannot be grouped.

Lookout

At the start of your turn, you may look at any number of landmarks within # hexes of this unit or spire. This is not considered exploring.

Magic-like Missile

Once per turn. Before or after this unit's movement, you may spend 2 Source to deal 1 damage to a unit up to 3 hexes away.

Marooned

This spire does not grant influence.

Matter Distortion

Before or after this unit's movement, you may acquire the top earthscape from the market and place it so that it covers at least one hex of the isle this unit occupies, ignoring influence restrictions. Then, promote this unit.

Mining

This spire may only be constructed during the Build Phase. At the end of the wave, you may return this spire to your barracks to gain 6 Source.

Morale

When this unit defeats an opposing unit, increase your morale die by 1 if the die has been acquired.

Multi-Target

When this spire fires, it rolls its spire attack dice once and applies the damage to all of the current player's units within its range.

Naroran Rift

Naroran units may move onto this chip as if it were a path hex. Units that move onto this spire are teleported to another chip or spire of your choice with Naroran Rift or Riftwalk, if able. If the destination chip is currently occupied by another unit or group of units, those units are defeated. Defeating opposing grouped units this way grants the reward for only the top unit.

Neglected

If forsaken are the only minion type in play, the wave ends. The forsaken stay in play.

Overload

On your turn, if you have a unit adjacent to this landmark, you may spend 6 Source to discard this landmark and gain its reward.

Pacify

Instead of attacking, this unit may discard an adjacent landmark minion to gain 3 Source.

Peaceful

This unit can only be damaged by merc units and merc spires. Other units may displace this unit.

Pistoleer

When attacking, this unit may attack an opposing unit 2 hexes away. If it does, flip this unit to its other side and remove an upgrade of your choice.

Poison

When this spire or unit makes a successful attack or retaliation that would remove health from a unit, the attack instead removes half of the unit's existing health, rounded down. If this unit or spire has an attack stat of *, its attacks and retaliations are always considered successful.

Portable Gateport

Item. Before or after your hero's movement, you may spend 1 Source. If you do, your hero may either pick this item up from an adjacent hex or drop it on an adjacent non-path hex. The talents on this item cannot be used while it is possessed by a hero.

Possess

Leaves group if grouped. After or instead of this unit's movement, you may place it underneath an adjacent ungrouped opposing faction minion. Gain control of that minion. When the controlled minion loses health or is defeated, this unit loses health or is defeated instead. When this unit is defeated, return control of the opposing minion to its owner.

Precious

If elfinkaze are the only minion type in play, the wave ends. Remaining elfinkaze are returned to your barracks.

Prepared

When this unit is dealt retaliation damage by another unit, reduce the damage by 1.

Press Gang

When defeated, you may spend 2 Source to place this unit back in your barracks. Otherwise, it is removed from the game.

Prophesy

Opposing factions are not awarded Source for defeating this unit. If this unit is defeated by an opposing faction unit or spire, steal Source equal to this unit's Source reward from that faction.

Prowl

At the start of each round, the player with the fewest spires must move this unit 2 hexes in the direction of their choice. If tied, the tied player that goes latest in turn order moves it. If this unit ends its movement adjacent to a fortress gate, it attacks the gate immediately.

Quantum Dark

After or instead of this unit's movement, you may defeat it. If you do, replace an adjacent opposing spire with 2 or fewer upgrades with a naroran spire from your barracks, keeping the upgrades from the replaced spire.

Queen's Blood

This unit cannot be deployed if your fortress gate has fewer than 6 health. When it deploys, reduce your fortress gate health by 5. If this unit returns to the fortress, increase the health of your fortress gate by this unit's current health, even if the gate is at 0 health.

Quick Counter

When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.

Quick Strike

This unit may attack prior to spires firing.

Rally

When this unit defeats a unit or spire, you may promote all heir minions within 2 hexes of this unit.

Ram

When this unit attacks a spire, instead of dealing damage, you may remove any attack upgrade from the spire.

Raze

At the start of your turn, this spire may attack a spire or fortress gate within its range. After this spire attacks a fortress gate, remove its bottom upgrade.

Reap

Once per wave. If this unit is adjacent to a Source well, spire, or landmark, you may gain D6 Source.

Recruitable

At the end of your turn, if your faction attacked this unit this turn, and it is not under the control of another faction, you may gain control of it.

Recruiter

Before or after this unit's movement, you may gain control of an adjacent landmark minion. The controlled minion moves this turn.

Refinery

At the end of each wave, gain 2 Source.

Relentless

As this unit's retaliation, roll the spire attack die to determine how much damage it deals. Continue rolling the die until you roll a blank or a 2. Then, deal damage equal to the total amount rolled.

Repeater

Once per turn. After this spire attacks a unit but does not defeat it, this spire may make an additional attack.

Riftwalk

Units may move onto this chip as if it were a path hex. Units that move onto this chip are teleported to another chip with Riftwalk of the controlling faction's choice, if able. If the destination chip is currently occupied by another unit or group of units, those units are defeated. Defeating opposing grouped units this way grants the reward for only the top unit.

Rigging (was To Base)

Horizon's Wrath heroes may move onto this spire as if it were a path hex. Doing so immediately returns that hero to your fortress and returns this spire to your barracks.

Riposte (was Rebuff)

When this unit would retaliate, it may instead recover health equal to the damage dealt by the opposing attack.

Roost Roam

This unit moves and attacks like a hero. Its movement stat is the Roost value of the chip with which it most recently shared a hex. If this unit was not on a chip with Roost at the start of your turn, it must end its movement on a chip with Roost or use Glidebomb or Save this turn.

Rooted

If this unit is adjacent to a spire, it may stay in place instead of moving. It must move on the next turn in which it can make progress.

Run Silent (was Stealth)

You may ignore influence restrictions when constructing this spire.

Save

After or instead of this unit's movement, you may defeat it. If you do, an adjacent friendly unit may to recover up to 4 health.

Scatter

Grouped only. Before or after this unit's movement, it may leave its group. If it does, place it on a valid adjacent hex and reveal the next unit in the group.

Secret Passage

When this chip is revealed, place 1 health under it. You may attack this chip to remove its health. Once its health is removed, heroes may move onto this landmark as if it were a path hex. Then, the hero's owner selects an unrevealed landmark on an adjacent isle. Swap this chip and the hero with the unrevealed landmark. When a hero moves off this landmark, place 1 health under it.

Self Destruct

At the start or end of your turn, you may defeat this unit. If you do, deal 2 damage plus an additional 2 damage per upgrade on this unit to all adjacent opposing units and spires.

Silencer

If this spire rolls a miss or a 2 on any of its attack dice, its target cannot attack for the remainder of the turn.

Slap

This unit attacks and retaliates even if its attack stat is 0.

Snare

The movement stat of all opposing minions beginning their movement within this spire's range is reduced to 1.

Source Aura

After this unit's movement, it may deal 1 damage to all adjacent opposing spires and units.

Source Link

During your turn in the Onslaught Phase, you may gain control of this landmark if you have a unit adjacent to it. While you control this landmark, you gain +5 Source during the Income Phase and +2 CP during the Prep Phase.

Sourcefield

When this unit is attacked, you may spend Source equal to the amount of damage dealt in order to reduce the damage to 0. This unit still retaliates.

Spawn

At the start of your first turn during the Onslaught Phase, you may place a larva from your barracks on an adjacent path hex.

Speed

This unit's movement stat is increased by 1.

Spire Shot

This unit may move onto friendly non-fortress spires. While on a spire, this unit gains +1 Range. The spire is inactive while this unit is on top.

Splash

When this unit or spire attacks, it may also deal 1 damage to all units adjacent to its target.

Spyglass (was Shielded)

Flying units cannot attack this unit.

Stasis

Leaves group if grouped. After or instead of this unit's movement, you may place it on top of an adjacent ungrouped opposing faction minion. That minion becomes inactive. Any damage dealt to this unit is removed from the inactive minion's health. This unit must move off of the minion on the next turn in which it can make progress. It may not use Stasis that turn.

Stubborn

This unit cannot be grouped or use Riftwalk.

Summon

Ungrouped only. Instead of moving this unit, you may spend 3 Source to summon a war briar, 4 to summon a vineherald, or 5 to summon a treed. The unit is summoned on its promoted side. Flip the taproot and group it under the summoned unit in the same hex. The summoned unit does not move this turn.

Summon Hero

Before or after its movement, a hero adjacent to this chip may spend 3 Source to teleport another hero to a valid hex adjacent to this chip.

Sure-Footed

This unit gains [M].

Survival

At the end of your turn, if this unit did not move or attack, it may recover 1 health.

Swashbuckler (was Swordsman)

When this unit attacks, you may increase the damage dealt by 1 for each opposing unit adjacent to it. If you do and a unit, spire, or fortress gate is defeated by the attack, this unit does not level up, and you do not receive the shown reward.

Swindle

When this unit attacks or retaliates against faction units, do not deal damage. Instead, steal 1 Source from that faction for each damage that would have been dealt.

Tough

If retaliation damage dealt to this unit exceeds 2, reduce it to 2.

Toxic Fumes

When this unit is defeated, you may place a toxic fumes chip on its hex. A hex can contain multiple toxic fumes. At the end of the wave, return all toxic fumes chips to your barracks.

Toxic Secretion

If a non-griege unit moves onto a hex adjacent to this unit, deal it 1 damage.

Train

This hero's upgrade capacity is increased by 1.

Translocate (was Relocate)

As a limited build option, you may swap this spire's position with another Horizon's Wrath spire on this isle or an adjacent one. You may then change the direction the swapped spire's arrow points.

Transport

During the Prep Phase, this unit must be grouped with exactly one minion under it. The minion grouped under this unit may have a lower movement stat.

Ultimate Reward

Item. If your hero returns to its fortress in possession of this item, remove this chip from play and set either your fortress gate health or your Source to maximum.

Unruly

Before this unit's movement each turn, roll the forsaken die and apply the result to this unit.

Unstable

As a limited build option, you may flip this chip to its destroyed side. All active units adjacent to this waygate are defeated. Gain the Source reward from all opposing units defeated this way. This talent cannot be used if this is the only waygate in play or if this waygate has any units on it that have yet to deploy.

Unstable Rift

When this chip is revealed, it defeats all units and groups of units adjacent to it. The revealing player gains Source equal to the current health of all destroyed units. Then, remove this chip from play.

Untamed

This unit may never be placed under control of a faction.

Upgrade Plans

The Source cost for all upgrades added to this spire is reduced by 1.

Wallop

Instead of attacking, this spire may deal 1 damage to an adjacent unit and teleport it to a valid hex up to 3 hexes away from this spire. Then, flip this spire, keeping existing upgrades.

Waterwalker

While this unit is on a water hex, spires cannot attack it.

Weak Point

Instead of attacking, this unit may remove the top two upgrades from an adjacent opposing spire.

Wind Turbine

Flying and Range are ignored for all units within this spire's range.

Yrtel's Way

Before or after this unit's movement, you may return an adjacent faction minion with equal or less health to its barracks. Minions returned this way are not defeated. Then, promote this unit.

Yrtel's Will

Before or after this unit's movement, you may either discard an adjacent landmark minion to gain 3 Source or remove all attack upgrades from an adjacent spire. Then, flip this unit, removing any upgrades.

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